ABSTRACT

Stable playback performance is assured and data loss due to out-of-step synchronization is reduced even when playback signal quality deteriorates due to such cause as a recording medium defect. The playback method applies to a recording medium to which data is recorded in block units containing multiple fixed-length frames together with block address information. The data and the block address information are acquired from the recording medium. The recording position of each frame in a block is then predicted from the acquired block address information. Synchronization is then set to the frame level based on the acquired data, and the memory address for storing the acquired data is determined based on the predicted recording position. The acquired data is then stored at the determined memory address.